South Bay Users Group

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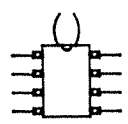
DYNAMIC MEMORIES

OCTOBER

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FRANK VANSLAGER
corrects Basic

DEAN SEVERNS
arranges your hard disk

DYNAMIC MEMORIES

Contents

Look! Pay attention! The next SBUG meeting will be held at the Saratoga Library. The meeting dates will be as follows: October 11th, November 8th and December 13th.

The time of the meetings is constant: 19:15 otherwise known as seven fiftenn P. M.

COMING EVENTS: The Editor will be demonstrating a program from Gazelle called OPTune. This is a hard disk utility along the lines of PC-LTOOL'S Compress. We will also be discussing the viability of the club. If you want to vote on this, be there.

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MEMBERSHIP

If you wish to become a member of SBUG and start receiving our newsletter DYNAMIC MEMORIES then send a $20 check or money order to the following address:

SOUTH BAY USERS' GROUP
P. O. Box 60116
Sunnyvvale, CA 94088

Or come to one of our meetings. We also perpetrate a bulletin board to which you will have access as a member of SBUG.

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If the need arises feel free to give anyone of us a call.
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THE EDITOR'S BYTES AND BITES

WHITHER SBUG?
WHETHER SBUG?

It will come as a surprise to no one that our membership is withering and
it is indeed time to ask whither and whether-- we should keep going.

I think the cause of the withering is easy to diagnose. The steering
committee works hard and works well. We lack one essential type of
individual-- the spark plug, the greeter, the handshaker, the politico, the
kind of guy who, as Lyndon Johnson used to say, likes to press the flesh.
In SBUG I have met a number of people I esteem very highly. Along the
way I have been treated with some puzzlement and some esteem as well.

SBUG Financial Statement
September 20, 1988

Receipts:	September	Y-T-Date	% Used	Budget
Members dues	20.00	200.00	25.00%	800.00
Disk Library	0.00	95.00	63.33%	150.00
Load80	0.00	40.00	13.33%	300.00
Documentation	0.00	.00	.00%	25.00
Interest	3.94	30.73 *	122.92%	25.00
Miscellaneous	0.00	60.00	30.00%	200.00
Total Receipts	23.94	425.73	28.38%	1500.00

Disbursements:

Phone	7.58	95.87	63.91%	150.00
Utilities	0.00	.00	.00%	120.00
Printing	0.00	.00	.00%	100.00
Postage	0.00	72.00	55.38%	130.00
P O Box	0.00	39.00	134.48%	29.00
Bank charges	5.00	10.00	41.67%	24.00
Disk Library	0.00	.00	.00%	120.00
Documentation	0.00	.00	.00%	50.00
Load80 Subscription	0.00	.00	.00%	150.00
SBUG BBS Repairs	0.00	.00	.00%	100.00
Misc. Expenses	0.00	69.00	55.20%	125.00
Total Disbursements	12.58	285.87	26.04%	1098.00
Beginning Cash Balance	828.52	700.02	103.86%	674.02
Net Receipts	11.36	139.86	34.79%	402.00
Ending Balance	839.88	839.88	78.05%	1076.02

*This amount includes $2.17 received in 1987 but posted in 1988.

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A MINOR DIFFERENCE BETWEEN QUICK BASIC & INTERPRETED BASIC
by Frank Vanslager

I recently used Quick Basic to compile a rather complicated Basic program that I'd written; it now runs much faster. I was very, very impressed by the ease of doing this, and by the fact that the program compiled without any changes whatsoever. However, in one specific portion of the compiled program I kept I kept getting incorrect results. The reason for this was as follows:

I wrote the program to do some relatively complicated string manipulations and in order to accomplish this it needs to at the length and memory address of the strings. In interpreted BASIC the length of a string is limited to less than 256 bytes so the length descriptor is only a single byte; this is followed he 2-byte address descriptor. in QuickBasic a string can be up to 32,767 bytes long so the length descriptor must be 2 bytes long; this means that the 2 address bytes will be will be displaced one byte higher in up memory.

Therefore, when my program was PEEKing at the bytes VARPTR+1 and VARPTR+2 in order to get the address, it was missing it by one byte; it should have been VARPTR-2 and VARPTR+3.

This is a relatively obscure bit of programming that most people have no reason to worry about. However, since they don't mention this in the manuals (I think that they WANT to discourage this type of programming) I thought that it merited a short note for advanced programmers.

Editor's note: We're going a little heavy on word processing. That's not altogether out of line. I know that a couple of our members do some publishing and I know none who don't write an occasional letter. A little study, a little thought and a good word processing program can make your letters more readable and perhaps even memorable.

Some one recently asked me if it was worth while going from WP 4.2 to 5.0. I have to say that for the average person it's not worth it. 4.2 is not that hard to learn. 5.0 is. To produce something in landscape mode (more than 80 columns) it is necessary to go through 5 steps in WP 5.0 and I still have the words running together. I don't remember how it was with .4.2 but it didn/t give me any trouble. For landscape work I now use Electric Pencil. >>Boot up Pencil. Control-P. LL 205. That's all. Ready to print 205 characters on a line.

If you write letters to some one you care about or whose opinion you value, the small investment in money and time that First Publisher represents is certainly worth that money and time. I am writing this newsletter with WP 5.0

and then transcribing it to First Publisher.

I do it that way because it's easier writing with WP and I can run the spelling checker to eliminate typos and spelling errors. On the other hand, First Publisher gives me a wider choice of of fonts and point sizes and is very

handy with graphics, much more so than WP 5.0.

the article below was originally produced with Ventura Publisher and a HP Laserjet II. First Publisher and an Epson EX-1000 are not quite in the same class as those two but they did their best. You are the judge.

SERENDIPITY 30

BY IUCIEN GREIF

Doing some spring cleaning this summer I stumbled accross a little book I used to be very fond of when I was actively engaged in the printing "biness". It's called "*Pocket Pal-a Graphic Arts Production Handbook*". What made this find particularly serendipitous was the FCUG program recently devoted to Word Perfect 5.0 and the realization that perhaps now is the time for Club members – inching toward desktop publishing – to become more familiar with typesetting and printing production lingo. So this month's column will actually have NOTHING to do with computering. Not one byte; not even a nibble. Instead, it will be a glossary of printing terms – at least the basic ones that you should be familiar with if you;re going to think like, walk like and quack like a "printer feller"

Let's begin at the begining; always a good place for a start.

You may remember that Word Perfect divides some parameters into 1/72 units. Why that strange number? It's not so strange when you realize that in printing parlance 1/72 of an inch is called a "point", i.e. there are approximately 72 points to the inch. (Please don't ask me WHY?) there are 72 points/inch because then I'll have to admit...I

don't really know!) More embarrassing still -- my printer doesn't know either. That's how wide spread ignorance is. mawn, Greif, get to the "point". I'm getting, I'm getting.

Points-Type sizes are expressed in points. Shown here is the word "Harlequin" set in three different point sizes; 9, 12 and 18. Individual

letters are made up (three (roughly equa segments, ascender, ma body , and descender . See diagram
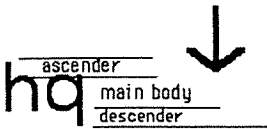
Point size refers to tl overall height, from tl from the top of tl ascender to the bottom the descender.

The same idea of point

harlequin- 9 points

harlequoin-12 points

harlequin-18 points

size also applies to "rules" or what YOU -- before you read this -- would have been tempted to call "lines" regardless of whether they're horizontal or vertical.   Three rule thicknesses below:

1 point: ————————
6 point: ■■■■■■■■
12 point: ████████

Pica –that's equal to -- approximately -- 12 points or 1/6 inch in *height !* Not to be confused with the concept of "pica typewriter type" i.e. 10 characters per *horizontal inch.* (Not to be confused

with "elite" 12 characters per horiaontal inch). Incidentalllly, in case you should ask, there are six LINES OF TYPEWRITER TYPE PER (VERTICAL) INCH. Leading -- (pronounced "ledding" not leeding). Space *between* lines. If there were NO leading the top of a "d" would bump into "touch" the bottom of a "q" on the preceding line.   Leading is also expressed in points. The expression "8 on 9" means an 8 point typeface on a 9 point matrix, yeilding a 1-point line space..

Kerning– Best explained by an example. Take a look at the spacing between the letter "V" and an "A", unadjusted. Look at all that white space. Now take the same two letters and move them closer together so that the two slopes don't create such a chasm. This adjustment for better visual appearance of similarly sloped letters is called kerning.

vavawawa   *kerning on*

vavawawa   kerning off

Screen - no, not a CRT display. Rather, the closely spaced dots that either create a uniform grey tone (like the one you see in the middle of this page) or the dots of varying size that make up a photograph you can print (see halftone).

Halftone – Printing presses cannot print grey! With black ink the only way you can get shades of grey in a photo is by "screening" the original photograph; literally reshooting the photo through a fine mesh screen. This breaks up the photo into refularly-spaced dots whose individual size depends on how dark the area was to begin with. Take a magnifying glass and look at a photo in the local paper and you'll see how this works.

Bleed - Printing an illustration right to the very edge of the sheet. No margin.

Typeface – A family of letters and numbers all (originally) carved in a matching style.. Typical names you lmay come across: Times Roman, Helvetica, Bodoni. Optioma, bookman, Garamond. Often named after the typographer who first created them.

> **Boldface – This line is in bold-face.**
> *Italic – This line is in italic.*
> lower case – this line is in lower case.
> ALL CAPS –– THIS LINE IS IN ALL-CAPS
> ● This lihe is preceded by a bullet..
> SMALL CAPS–THIS ALL CAPS LINE HAS ONE SEGMENT IN SMALL CAPS.

Sans serif – Sans (French) means without. Serifs, the small, different width finials that are found at the ends of letter strokes to make them more qujickly recognizable. Newsprint faces (Times Roman) are almost always serif faces. What you've reading right now (Geneva) is a sans-serif typeface.

Font – One total alpha-numeric collection of characters in one type style and one type size is called a font.

Flush left –all the lines line up at the left margin.
> **Flush right** – line up at the right edge, pontentially leaving the left margin
> > ragged.

Justify – Make the lines neatly line up at BOTH the left margin AND the right margin.

Gutter – the (vertical) space between adjacent columns. (If there's a thin line between the columns it's called a rule).

Widows and orphans – A single (often short) line either at the end of a page (widow) or starting at the top of a page (orphan). Not good typographical practice.

So, now bone up on this stuff. Quiz at the next meeting.

Remember to **be** at the meeting!!!!!!

BUYING, USING AND OPTIMIZING THE HARD DISK
by Lewis Perdue
First in a 3 part series from Computer Currents 09/09 to 09/22/88

Not too long ago, most PC users were content with their dual-floppy systems and felt that hard disks were not only too expensive, they were also an unnecessary frill with few valid uses for the average user.

No longer. Many of today's powerful software programs are contained on four, five, six, ten or more floppy diskettes. Many of these programs -- such as desktop publishing -- simply have no provision for working with anything other than a hard disk. And even those that allow for floppy use require the user to change floppies so often that users seem to spend more time changing disks than working on the application. And woe be unto you and your children's children if you put the wrong one of six disks in the machine. A system crash with loss of all data is frequently the result.

And even if you are an octopus with lightning-fast tentacles and unerring accuracy, lack of storage will clobber you the day you have built the world's best Lotus spreadsheet that amounts to, say, 500K bytes. Ask yourself: how are you going to save the dang thing? Not, certainly, to your 360K byte floppy disk drive. Kiss that spreadsheet goodbye.

Likewise, a mailing list or other database too large to fit on a floppy will require you to do multiple searches for every floppy the database is contained on.

In addition to simplifying the use of software and offering greater storage capacity, hard disks access and store data much faster than floppies. Using a hard disk can speed up your computer's operations from two to five times.

Today, it's possible to buy hard disks for personal computers in capacities ranging from five megabytes to more than a gigabyte (1,000 megabytes). And the cost is no longer prohibitive. A 20-megabyte Winchester drive with controller card from a reputable vendor should cost between $300 and $400 with larger capacities costing more.

Practically all of the hard disks uses in personal computers are Winchester drives, and for that reason, this article will refer to Winchesters, hard disks, and rigid disks as the same animal. Be aware that this is not necessarily so in the fields of mainframes and minicomputers. Winchester drives for PCs come in a variety of physical sizes, the most common being the 5.25" half- height drive, which is just as wide as a full-height drive and exactly half as thick. (This means you can install four drives in your PC system box -- the maximum that PC - or MS-DOS can handle.) The 5.25" drive is destined to be replaced in the next few years by the 3.5" drive which has made the drive-on-a-card concept possible. As a rule, however, 3.5" drives are significantly more expensive for a given storage capacity than their larger 5.25" relatives.

A hard disk is useless without a bus adapter board, known as a controller card, which plugs into one of your PC's bus expansion cards and allows it to communicate with the rest of the system. Controller cards have many different formats for both hard and floppy disks. You must make sure that the controller card you buy will work with both your disk drive and with your PC and standard PC/MS-DOS disk formats. Floppy controllers cannot by used with hard disks and vice versa.

People who wish to make the greatest use of the limited number of expansion slots may wish to replace their controller cards with combination floppy and hard disk controllers. Extreme care must be taken here since you must choose a single card that will work with two very different devices: hard and floppy drives. The chances for incompatibility increase geometrically. Do not attempt to solve this problem with a generic "blue-wrap" controller card, or something picked up at a flea market.

Also be aware that matching your floppy disk to

:another controller card will frequently require setting jumpers on the floppy disk drive as well as on the controller board. Be certain before buying the card that correct jumper settings are included for both your disk drives and the exact models of your drives. Determining the exact manufacturer and model type of your drives -- both floppy and hard -- can be an exercise in futility, since drives are frequently manufactured by one company and sold under a different name and model number by another. To short- circuit your frustration, call the manufacturer of your computer and give them the serial number of your machine; they should be able to tell you the manufacturers and model numbers of your drives.

if calling the manufacturer is impractical or impossible, your next best step is to take a close-up photo of the drive and send that, along with any serial numbers you can find on the drive, to the manufacturer of the controller board and hope they can identify the drive.

In addition, since disk drive manufacturers may change manufacturing procedures on a given model, units with the same model number but different serial numbers may perform differently with the same controller card.

The best way to ensure controller/drive compatibility and to minimize support hassles is to buy the controller and the drive from the same vendor. Otherwise, if you have a problem, the drive vendor may blame the controller board company and vice-versa. In addition, you also run the risk that one company may be unfamiliar with the other's product and therefore be unable to offer useful advice.

POWER UPGRADE MAY BE NEEDED

In addition to a controller board, adding a disk drive to your PC requires a power connection. Many computers which come with a larger, 130-Watt power supply sometimes have spare power connections which can simply be plugged in. With others, however, you must make, or purchase, a "Y" connector to make two power connections where only one existed.

Hard drives also consume more electricity (and produce more heat) than floppy drives, a factor for serious consideration if you are thinking of replacing one of your floppies with a hard drive. Do not attempt to add a hard disk to a machine with the smaller 63.5-Watt power supply found in most of the original one- or two-drive IBM PCs and earlier clones.

The additional drive plus expansion boards would probably overburden it. Power supplies are inexpensive insurance ($90 for a 200- Watt supply with all the connections and power you're likely to need), so you would be

well advised to spend a little more time and money to replace your smaller supply with a more adequate one.

A final consideration before installing a hard disk into an older PC is the date of the motherboard's BIOS. The IBM PC-1 models (those with only 64K on the motherboard) have an older BIOS that will not allow them to run a hard disk. This older BIOS also will not allow the unit to recognize a full 640K of RAM, nor will it run an EGA graphics adapter card.

Some of the earlier PC-2s (with 256K on the motherboard) also have this older BIOS. To determine the BIOS date, you need to use the DEBUG utility that comes in your PC- or MS-DOS disk. Place the DOS disk in drive A: and log onto A:. At the A:> prompt, type:

DEBUG

and wait for the prompt, which will be a dash (-). At the dash,

type:

D F000;FFF0

Then hit <ENTER>. (Note that those are zeroes following the Fs and that the only space in the line is between the D and first F.)

In a moment, you will get a string of numbers, letters, and characters. Embedded within the string will be a six-number sequence like: 10/27/84, which is recognizable as a date. If this date is earlier than 10/27/82, then you will need a new BIOS chip before installing the hard disk, additional RAM, or an EGA adaptor.

Getting a new BIOS chip is, however, harder than you might think. IBM used to sell an upgrade BIOS, but they withdrew that kit on June 30, 1987, so the only alternative is to purchase a clone BIOS chip.

Two American companies: Phoenix Technologies of Norwood, Massachusetts, and Award Software of Los Gatos, California, are widely acknowledged as having the best clone BIOS chips available. Phoenix Technologies, however, sells only to

manufacturers, in lots of 100 chips or more. They told us they had no desire to sell single chips to end users, nor would they give me the name of one of their customers who might sell single or small quantities to end users. For that reason, I recommend you avoid Phoenix BIOS chips.

In contrast to Phoenix's end-user-hostile attitude, Award told me they would gladly help end users obtain a BIOS to upgrade their older IBMs. "We think it's a support issue," said Award's Peter Fournier. "We will make sure that any end user who calls us will get the BIOS he needs for his computer." Fournier suggested that single-copy purchasers of their BIOS chip should contact him at 408/395-2688. Single copies of an upgrade BIOS will cost $99. Quantity discounts are available on as few as two units.

Drive Characteristics

A hard disk is similar to a floppy, in that both use a metal oxide coating to store your information. In a floppy, that oxide is coated onto a thin sheet of plastic, which makes the whole disk a little, well, floppy.

In comparison, the oxide in a hard disk is coated onto a metal ring (known as a platter) which is distinctly rigid, or hard. Various coating methods are used, the two most common being an electrical/chemical process known as plating, and an electrical/vacuum process known as sputtering. Sputtered disks are usually more expensive and are used in extremely high-capacity (over 100 megabytes) disks. Hard disks have been around for several decades now, but only with the development of the Winchester hard disk have they been practical for personal computers. A Winchester drive is a set of platters and read/write heads (two heads per platter, one for the top surface and one for the bottom), all sealed into a clean and contamination-proof (theoretically) enclosure.

This stress on contamination-proof becomes important when you realize the disk platters are spinning at 3,600 RPM (as opposed to about 300 RPM for a floppy) with a recording head flying just a few thousandths of an inch above it. Dust, fingerprints, cigarette smoke, or even a fine human hair are all greater than the distance between the

head and the platter. If one of these gets between the head and the platter, say goodbye to your data. But the Winchester drive has virtually eliminated hard disk problems resulting from contamination, unless some tyro decides to open up the enclosure. Don't open up your hard disk drive; there's nothing in there for you to do but look.

What To Watch Out For

There are few downside considerations for hard disks, but they are important ones. First of all, hard disks can crash. Floppies can crash too, but since you can store so much more data on a hard disk than on a floppy, the consequences of a crash are much more serious than with floppies. Crashes can occur, as mentioned above, from contamination. In addition to outside contamination, it is possible for the oxide coating of a poorly made disk to flake off and cause a crash. The quality of the metal oxide coating on a platter is something you

have no way of judging when buying a hard disk. This is one of the best reasons for sticking with a well-known manufacturer who has a good reputation for supporting products. Another prime cause of disk crashes is movement. If you jostle your computer or drop it while it's running, the read/write heads will slam into the platters and leave skidmarks all across your data

requiring you to scrap your data and the entire hard disk as well. Other severe damage can occur when the computer is being transported. If you do not use your hard disk utility that "parks" the heads in a special area of each platter set aside for this purpose, the heads can jiggle around, damaging themselves and the data on the platters. Power surges are the final common cause of head crashes. The heads in some hard disks will crash into the platters if the power suddenly surges or goes out. Many newer Winchesters have safety devices built in to prevent this sudden crash.

HARD DISK MANAGEMENT-- PART TWO
PUTTING YOUR HARD DISK TO WORK
by Dean Severns

Last month we showed you how to organize your hard disk into subdirectories. This month we will set up your CONFIG.SYS and AUTOEXEC.BAT to maximize the efficiency of your hard disk.

For those of your who are familiar with these two files, skip to the next paragraph. For those who are not, these

two files are automaticaolly loaded when the computer first boots up. The CONFIG.SYS FILE contains information about how you want your system configured. The AUTOEXEC.BAT is a normal batch file that is executed for you automatically. It can load your favorite memory-resident programs for you and in our case it will also tell the disk operating system where to look for

DOS files.

CONFIG.SYS

Here is where all the resident drivers for devices such as your display, mouse, and RAM disk are loaded. If you have these devices you may already know about these commands and how to change them, but you may not know about two commands that will allow your system to use the hard disk more efficiently.

BUFFERS and FILES are two commands that set aside part of memory for use with disk accesses. The BUFFERS=xx command sets aside xx number of buffers, where each buffer takes up 512 bytes of memory. This is the same size as a disk sector. Thus, DOS loads several sectors from the disk and keeps them in memory. Long or disk-intensive programs load information much more quickly because some the information has already been loaded into the buffers by DOS. The number of buffers to set aside depends on your system.

On my AT BUFFERS=20 speeds up loading Microsoft Windows, but slows down disk accesses to the floppies because of the added time to fill all those buffers. The table below can be used as a guide for you to follow in setting the number of buffers for your system. Try changing the number of buffers and time how long it takes for your favorite program to load.

System	Number of Buffers
XT with floppies	4
XT with HD	12
AT with floppies	8
AT with HD	20+

Note: Increasing the number of buffers greatly above those listed w II take up 528 bytes of RAM for each buffer and actually slow down disk performance.

The FILES=xx command sets aside only 48 bytes of memory for each file that is opened, so don't be stingy with this command. The database program I use, PC-FILE, recommends FILES=20 .

This is the maximum DOS will allow any program to use. For special applications you may want to increase this value, but for us home users, 20 should be fine.

DEVICE='path\ filename' is the syntax you must use to load device drivers. For example to enable the ANSI.SYS commands to control the display you would use:

DEVICE=C:\DOS\ANSI.SYS

This is assuming you put your DOS utility programs in the C:\DOS subdirectory as I recommended last month. Use the same syntax for your mouse, display, and RAM disk driver. See your DOS manual for more information on setting the parameters for the RAMDRIVE or VDISK drivers.

AUTOEXEC.BAT

This file contains normal commands that could be executed at any DOS prompt. If you do not have a batterly powered clock in your system then the first two lines you would want is DATE and TIME. Then the command we must have tow use our \DOS subdirectory is the PATH command.

PATH=C:\DOS

PATH will tell DOS to also look in the directory(s) listed if it does not find a file in the current directory. EDLIN.COM is a good example. While we are in the root directory we may wish to change the AUTO.EXEC.BAT or CONFIG.SYS. Without the PATH command DOS would not be able to find and execute EDLIN.COM. With the PATH command, the statement EDLIN AUTOEXEC.BAT would direct DOS to execute EDLIN. It first looks in the current directory, which is the root directory, and does not find it. So then it looks in the C:\DOS subdirectory and finds EDLIN.COM. Thus the PATH command gives us access to any program in the C:\DOS subdirectory from any other directory or drive.

Another command that is essential when using multiple directories is the PROMPT command.

Usually the DOS prompt is the familiar `C>`. By adding the command `PROMPT $P $G`, you will then get `C:>` or C:\subdirectory>. The difference is that the DOS prompt will tell you which subdirectory you are currently in.

The next lines in your AUTOEXEC.BAT file would then be programs that you want to automatically run. For example I run a memory-resident program that allows me to have pop-up menus that work with my mouse. You may have a favorite resident program that you always want to be installed.

And finally, I recommend that the last line of your AUTOEXEC file executes a hard disk menu program. This is a menu that lists the programs on your hard disk and lets you easily select the program to execute using the arrow keys. Let me emphasize that this is not a file manager such as QuickDOS or XTree. This is a program that lists the actual name of your application and not just the filename.

For example, you would see `Wordperfect` instead of WP.EXE. Selecting an application would then execute the same commands as you would using DOS. For example, selecting "Wordperfect' might execute the commands: CD \WORDPERF --- change to the WORDPERF subdirectory

WP --- execute WP.EXE

The menu program becomes even more useful if you load other programs before executing your main application. Say you have a mouse and expanded memory that you sometimes use as a print spooler and you want to load these before running Wordperfect.

The hard disk menu program might then execute all of the following commands:

\MOUSE\M_WP--- load the mouse pop-up menu program

PRTSPOOL--Load the print spooler (It's in \DOS.

CD \WORDPERF but the PATH statement tells DOS >WP< to also look in C:\DOS

Now you would probably get tired of typing all of this each time you wanted to use your wordprocessor, RIGHT? I have put the public domain Hard Disk menu program that I use on the club's bulletin board. It's called HDMENU.ARC. The .ARC means that it is archived or compressed to take up less space and reduce the time it takes to transfer it over the phone line.

If you don't have a modem or can't get on the BBS, bring a blank disk to the meeting and get a copy.

Next month we"ll discuss managing those megabytes of files and make sure that your HD is optimized for speed.

SOME THANKING AND SOME THINKING AND SOME PROBLEMS
by Editor

The thanking indeed comes from the heart, my bleeding heart. It is to Frank Vanslager and in excess to Dean Severns. Dean typed in the article from COMPUTER CURRENTS, a monstrous task. If we had more articles of the technical merit of Frank's piece we would indeed have a compleat newsletter.

The thinking is about the club, its existence. I have to say that my recomendation is that we sadly shoot the old grey mare in December. We can take advantage of the season to wasail and to drink a cup to what used to be. There isn't much point in draggubg it out. There has to be something wrong with us when no one has threatened us with an unfriendly takeover. No tender offers anyplace.

Of course we will be discussing this at the October meeting. My sang is indeed froid at the thought. I will almost certainly join the Silicon Valley Club if it is decided (and only if it is decided) by the membership in plenum that we just can't hack it anymore. It is, as I see it, a choice between slowly strangling to death and the quick intervention of the surgeion's scalpel. What say you all?

This newsletter has been the toughest one I ever turned out in spite of the fact that I had considerable (and unexpected) help. What happened? What didn't. You may have noticed that I have out fancied myself. My word processoing programs (Word Perfect, First Publisher and PrintMaster were all on Hard disk D. Hard disk D kept turning up errors and bad clusters. Every day I was running it through PC-TOOLS' "Compress" program. Every time there were more bad clusters. Besides that the programs were developing errors and the only remedy was: Copy A:*.*. I reinstalled and reinstalled Word Perfect and First Publisher.

Finally I took some unnecessary programs off C: which holds 32 meg. and put the word processing programs on there. You know that took a few hours work!

Then First Publisher "Page Define" wouldn't work. I reinstalled it. Nothing. I tried runniong it from drive A: . Nothing. I found a copy of the old First Publisher and that's what I've been using.

I will have to bum a copy of the new First Publisher from some one, and yes, Chris, I will be landing on your doorstep with drive d: properly diapered pleading desperately for your tender ministrations.

If I were to guess I would say that there is an intermittent connection failure, that the disk is not really bad. Where is the bad connection? If Iknew I would be an engineer.

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